[54] **METHOD FOR MANIPULATION OF GRAPHIC SUB-OBJECTS IN AN INTERACTIVE DRAW GRAPHIC SYSTEM**

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[57] **ABSTRACT**

A method for editing sub-objects in an interactive draw graphic application which allows the operator to apply the edit action to the sub-object without affecting the rest of the object. Vertices of the object that are defined by the adjacent common end points of the sub-object are assigned attributes that either permit or prevent the end points from being separated during the sub-object editing process. If the end points are permitted to separate, actual separation is determined by the operator during the sub-object selection action and is based upon whether the point of selection is in the center third of the sub-object or the end third of the sub-object adjacent the vertex to be separated.

11 Claims, 7 Drawing Figures